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I, JONNE YABSLEY, TEAM LEADER EXAMINATION SUPPORT AND SALES hereby certify that annexed is a true copy of the Provisional specification in connection with Application No. PS 1572 for a patent by MAYONTEK CORPORATION PTY LTD as filed on 05 April 2002.

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PROVISIONAL SPECIFICATION
for the invention entitled:

"GAME SYSTEM"

The invention is described in the following statement:

GAME SYSTEM

FIELD OF THE INVENTION

The invention relates to the field of roulette like games, particularly for use in a gambling environment, but also as a toy for use by adults and children.

5

BACKGROUND OF THE INVENTION

Casinos and other gambling houses have numerous gaming systems in place for use by players. The house typically includes a number of 'classic' gambling games such as roulette, poker, blackjack and craps. These types of games allow multiple
10 players to bet on the outcome of the game at the same time.

The profitability of a game installation in a casino is subject to a number of factors. These factors include the amount of floor space required for the gaming installation and players, and the number of operators required for operation and
15 collection of monies in the game. Other factors include the popularity of the game, the number of players that may concurrently play the game, the time it takes to operate a round of the game and the odds of the game.

A well known multiplayer gambling game is roulette. This is one of the oldest of
20 casino games, having been exclusively played at the Monte Carlo casino for over 60 years until 1933. This game of chance uses a horizontal wheel having a number of pockets evenly spaced on the upper surface, located near the perimeter of the wheel. The wheel rotates about a vertical axis and a ball is used to randomly select a pocket. Wagers are made based on identity of the pocket the
25 ball selects.

The wheel typically has 38 separately numbered pockets, having the numbers 1 to 36, a 0 and a 00. Each number is only used once on the wheel. This style of roulette may be referred to as American roulette. In contrast the European style of
30 roulette may omit the 00 pocket. The pockets are alternatively coloured red or black, with exception of the 0 and 00 pockets which are coloured green. The 0

- 2 -

and 00 pockets are normally located at opposite sides of the axis of rotation. In combination with an appropriately designed wagering area, the arrangement permits the making of a wide range of wagers having various return ratios or odds.

- 5 The motion of the wheel and the method of release of the ball should ensure a random selection of a pocket. The ball normally rotates around the wheel near or at the wheels perimeter. The perimeter is inclined to direct the ball into the pocket region of the wheel. As the rate of rotation of the wheel decreases gravity will overcome the centripetal force keeping the ball near the perimeter, and the ball will
10 travel down the inclined surface to be captured in a pocket.

A number of variants of roulette are known. By way of example US 6,302,395 (Astaneha) describes a combination gambling game that includes a roulette wheel having numerical indicia, dice and cards. The players bet on the outcome of two
15 or more games.

There may also be a game that involves using a roulette like wheel having playing card indicia thereon to select cards for poker hands. The wheel is spun five times to provide a poker hand, and as such wagers are paid depending on the result of a
20 set of five selections of cards by the wheel. Whilst such a game may be suitable for home use, it is not suited for casino use as it requires five spins, and thus significant time, to provide a wager result.

Another style of game which involves a wheel is the 'wheel of fortune' game. In
25 these games a large vertically orientated wheel is spun about a horizontal axis. The wheel has a number of evenly spaced horizontal shafts extending from the face about its perimeter. The wheel includes a number of evenly spaced regions located between the shafts and within each region there is indicia. A region selecting and braking means typically in the form of a relatively flexible member is
30 located in a fixed position relative to the axis of the wheel and extends over a

- 3 -

portion of the perimeter of the wheel and is capable of contacting the shafts. Some of the regions will include the same indicia that appears on other regions.

In use the wheel is spun, and the member acts to hinder and slow the motion of wheel by contacting the evenly spaced shafts. Eventually the wheel has insufficient force to move a shaft past the member and the member then acts as to indicate the selected region and indicia therein.

Wagers are made as to the outcome of the spinning of the wheel, with the odds being determined by the casino's margin, the total number of regions on the wheel and the number of occurrences of the same indicia on the wheel. This mode of operation is different to roulette like games, as a wheel of fortune provides for differing wagers and odds by including multiple copies of some indicia on the wheel, whilst roulette uses an appropriately designed wagering area.

However, as a game can become stale it is important to provide alternative games in order to ensure further custom. Preferably the game would also include a jackpot side game, as such games are currently popular at casinos. Furthermore the game should avoid complicated systems so to entice new players to try the game. Ideally the game should use rules similar to an existing game in order to promote acceptance of the game to the public.

The game should be sufficiently profitable to the house so that it is capable of being run at a casino. Casinos may be limited by license conditions to a set number of tables of gaming games and as such it is desirable to include games having a high frequency of wager determination events per hour or a high house margin or both. Such games should also be capable of being operated with multiple concurrent players with a single dealer to increase the number of wager determination events per game.

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SUMMARY OF THE INVENTION

- 4 -

In the first embodiment of the game there is provided a game apparatus having an indicia selecting means including a rotatable wheel having a plurality of selectable regions, each region associated with playing card indicia, and a means for randomly selecting a selectable region of the wheel; and a wagering area adapted for positioning wagers concerning the indicia associated to the region selected by a single operation of the indicia selecting means.

In a second embodiment of the invention, there is a method of effecting an economic outcome between one or more players and an operator, which method includes using a game apparatus having an indicia selecting means including a rotatable wheel having a plurality of selectable regions, each region associated with playing card indicia, and a means for randomly selecting a selectable region of the wheel; and a wagering area adapted for positioning wagers concerning the indicia associated to the region selected by a single operation of the indicia selecting means, the method including the steps of: -

- a) a wagering phase wherein each player providing a cash or token wager on the wagering area, the location of wager defining the win or lose conditions of that wager;
- b) an operation phase after the wagering phase wherein the rotatable wheel is rotated and a ball is located on a rotating wheel, in a manner capable of randomly selecting a region of the wheel;
- c) an outcome phase wherein the ball becomes located on a region of the wheel, and thereby selects that region and indicia associated thereto;
- d) a result phase after the outcome phase wherein an assessment of each wager of each player is effected by comparing the selected indicia of the wheel to the win or lose conditions of the wager and effecting a payment of cash or tokens to the player in response to a result of the comparison.

- 5 -

In a further embodiment of the invention there is provided a wagering area for use with game apparatus having a playing card indicia selecting means.

In a further embodiment of the invention there is provided a jackpot game within
5 the above game method.

In a further embodiment of the invention, there is a table adapted for use with the above game or method, the table including the earlier described wheel and a wagering area having marked zones for the placement of the wagers having
10 different win and lose conditions.

In a further embodiment of the invention there is provided an electronic form of the game, wherein part or all of the game processes is operated by or replaced with a computer. Players may provide wagers via an input device, which is processed by
15 a computer, which then proceeds to provide the operation, outcome and result phases. In such a system the indicia selecting means may be replaced with an electronic simulation of a rotating wheel and means for selecting a region.

In a further embodiment of the invention, there is a casino or gambling house that
20 includes or operates the above game, apparatus for the game or operates a computer(s) that manages or controls the game operations.

BRIEF DESCRIPTION OF THE DRAWINGS

Preferred embodiments of the invention will now be described in detail with
25 reference to the accompanying drawings in which: -

Figure 1 depicts a plan view of a wheel for use with the game of the present invention.

30 Figure 2 depicts a perspective view of the wheel shown in figure 1.

- 6 -

Figure 3 depicts a plan view of a wagering layout for use in the game of the present invention.

DETAILED DESCRIPTION OF THE INVENTION

- 5 The present invention is predicated on the discovery that it is possible to incorporate playing card indicia into a roulette like game and create a new type of gambling game which can use rules similar to roulette, and which is suitable for use in a casino.
- 10 Advantageously such a game can provide additional variety to known casino game systems, and can permit the inclusion of a jackpot side-game.

To avoid ambiguity a playing card is one of 54 pieces making up a pack of playing cards, and includes 13 cards of four suits – hearts, clubs, spades and diamonds
15 (the ordinary playing cards) and two jokers. The 13 cards include ten numbered cards from 1 (also known as an ace) to 10, and the picture cards of Jack, Queen and King. The number or picture Jack, Queen or King is the value of the card so that each of the ordinary cards has a value and a suit.

- 20 References to tokens throughout the description are intended to include chips, tokens, casino dollars, cash or other objects which represent money and are capable of being used in gambling games.

With reference to the embodiments of the invention as described in the summary
25 of the invention, the selectable regions of wheel are associated to indicia that directly correspond to or can be associated in the minds of players various playing cards. Preferable each indicia associated with each region on the wheel corresponds to a different playing card and thus is different to the other indicia.

- 30 The association can be achieved by including a pictorial representation of the playing cards on the wheel in or near the region. The representation may be a

complete representation including colour and image that appears on a playing card. However it is thought that including the full image from the cards in a small region may be difficult to read, understand and may be distracting. As such it is preferred to include a partial representation of that appearing on the cards.

5 Possible representations could include a number together with a suit indicator such as 1♣ for the Ace of clubs, and 10♠ for the 10 of spades. The picture cards could be represented by an image of the head ordinarily appearing on the card, such Jack, Queen or King together with the suit indicator. Alternatively the picture cards could be indicated by a letter J, Q or K for the Jack, Queen or King
10 respectively, together with a suit indicator. The Joker cards could be indicated by a J and JJ for the first and second Joker cards, or an image of part of the Joker card. The Joker cards do not have a suit indicator.

The indicia could also include a coloured background, behind the representations of the playing card or near the representation. The coloured background would preferably be red, black or green in accordance with the traditional roulette style. The inclusion of a background colour is not required for the ordinary cards as the suit of the card could provide the red or black colour. However, it is preferred to include a coloured background, preferably the same as the colour of suit of the corresponding ordinary playing card. Such an arrangement should provide for ease of colour recognition and would result in the game looking similar to a traditional roulette game. For playing/wagering reasons there should be an equal number of red and black backgrounds on the wheel.

25 The Joker or Jokers indicia should have a different coloured background to that of the other (non joker) indicia. This colour difference will provide an operator (also referred to as the house) a winning margin when players wager on the colour outcome of a spin of the wheel. Furthermore it will help to distinguish Joker indicia from Jack indicia.

- It is envisaged that the wheel would have 54 regions corresponding to the 54 playing cards. However, less regions and corresponding less indicia may also be used on the wheel. Such variations would include a 53 region arrangement, having indicia for the 52 ordinary playing cards and one of the joker cards.
- 5 Another variation is a short deck arrangement wherein some of the 52 ordinary cards are omitted. By way of example a 42 region wheel could be used with 40 indicia corresponding to selected playing cards (such as 1 to 10 or 4 to King of each suit) and 2 indicia corresponding to the jokers.
- 10 Another variation uses a wheel having 48 regions corresponding to the playing cards 2 to King of the four suits. The wheel would contain one or more additional regions corresponding to Joker or Ace indicia where the Ace is unsuited, and has or is associated with a different colour to that of the 48 regions, such as a green background. In this variation an Ace would function like a Joker.
- 15 Another variation of the game includes one or two Ace indicia, neither having suit which could be separately indicated by A and AA on a green background instead of the Joker indicia. Alternatively the game may include a Joker and a non-suited Ace indicia.
- 20 Preferably the indicia selecting means operates in the same manner as a roulette wheel. The means for randomly selecting a region of the wheel may be a ball that is locatable within the selectable regions of the wheel. A region could be selected by rotating the wheel and releasing the ball onto the wheel. The ball would rotate
- 25 around the wheel near or at the perimeter of the rotating wheel. The perimeter should be inclined to direct the ball into the selectable region of the wheel. When the rate of rotation of the wheel gravity will overcome the centripetal force keeping the ball near the perimeter and the ball will travel down the inclined surface into the selectable regions. The selectable regions may be adapted to offer some
- 30 resistance to the further movement of the ball by including low barriers around the

regions. Eventually the ball would be captured within a region, thereby selecting that region and the indicia associated thereto.

Preferably the wheel would rotate about a vertical or near vertical axis like a
5 roulette wheel.

Preferably the wagering area includes indicia which can be associated to the indicia included on the rotatable wheel. Preferably the wagering area includes defined regions for positioning wagers as to the outcome of each operation of the
10 wheel. Preferably the wagering area is arranged in a manner similar to that of a roulette wagering area as such an arrangement permits a number of different types of wagers.

The wagering area should provide for a number of different types of wagers,
15 having different win and lose conditions and odds. The included wagers are preferably similar to that used in roulette in order to facilitate the playing of the game by players familiar with roulette.

The playable wagers would include a straight up bet (a bet made by placing a
20 token completely within a defined region that solely corresponds to a single indicia such as the 10♠), split bets (a bet made by placing a token on any line that separates two adjacent regions), street bets (a single line of region), corner bets (a bet covering the junction of four adjacent regions), odds or evens bets and colour (red or black) bets could be included. Wagers could also be included for options
25 not present in roulette such as the value of the selected indicia (1, 2, 3, Jack, Queen etc), the suit of the selected indicia (hearts, clubs, spades or diamonds), whether it is a picture card, and other wagers unique to incorporating playing card indicia.

30 A preferred wagering arrangement presents the indicia corresponding to that appearing on a 49 or 50 region wheel, by providing an "inside" wagering area

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including a primary array depicting the value of the card (2 to 10, Jack, Queen and King) set out in a 3 by 4, or a 2 by 6 arrangement. Around each of the value indicators there is provided a secondary 2 by 2 array depicting the four possible suits of each of the ordinary playing cards. This provides a convenient means for
5 rapidly and clearly conveying the straight up bets (a wager on an individual indicia) whilst permitting split bets, corner bets, and value bet.

The non-suited Jokers or Aces could be separate from the primary array or positioned at one end of the array, within the inside wager area.

10

Another preferred wagering arrangement presents the indicia corresponding to that appearing on a 53 or 54 region wheel, by providing an inside wagering area including a primary value array depicting the 12 of the 13 values of the cards set out in a 3 by 4, or a 2 by 6 arrangement. The 13th value may be located at one
15 end of the array or may be separate to the array. Alternatively, the primary value array may be set out in a 3 by 5 arrangement, with two void or blank regions at one end, on either side of a value region. Around each of the values is located a 2 by 2 secondary array depicting the suits of the cards. A joker (or two joker boxes if there is a 54 region wheel) may also be located at the end of the value array or
20 separate to the array, as part of the inside wagering area.

The wagering area may include a system wagering area also known as an "outside" wagering area. This area may be located near to the inside wagering area for making of bets not encompassed by the inside wagering area. The
25 system wagers could include bets as to the colour, suit, type of value (evens covering 2, 4, 6, 8 or 10 or odds covering 1, 3, 5, 7, 9) or a range of values (2 to 7 or 8 to King) of the selected indicia.

Different types of wagers may be made by positioning a token or cash on the
30 wagering area in a recognised manner. It is preferred to use tokens as different

- 11 -

looking tokens may be used to distinguish between the wagers of one player from another.

The odds of winning a particular wager will depend on the number of occurrences
5 of indicia that would meet the win conditions on the wheel for the wager and the
total number of indicia included on the wheel. The return to the player will depend
on these factors and when used in a casino or other gambling house, should be
less than the odds of winning in order to provide the house with a margin on the
game. The rules may provide for limitations on the payments possible for certain
10 wagers. Alternatively, the game may be used as a toy, and in such conditions the
wagering aspect may be removed or modified.

The game may be played on a custom table having designated areas for the
placement wagers, and for locating the indicia selecting means. The table could
15 also provide for placement positions for locating the operator and the players. The
operator is normally located on one side of the table with the players being located
on one or more sides, different to the operator's side. Such a table would be of
use in a casino environment when it is important for security reasons to prevent
the players from having access to the cash or tokens or operator.

20 In a further embodiment of the game there is provided an electronic form of the
game, wherein part or all of the game processes is operated by or replaced with a
computer. Players may provide wagers via an input device, which is processed by
a computer, which then proceeds to provide the operation, outcome and result
25 phases. In such a system the indicia selecting means may be replaced with an
electronic simulation of a rotating wheel and means for selecting a region.

In a preferred form the game would be entirely played on a computer by using a
"slot" machine or the like, or via a network such as the internet in an online casino
30 environment.

- 12 -

In a further embodiment the game also includes a jackpot game. The jackpot game is a separate game played within the main game. A player will also be eligible to win a jackpot bonus if they elected to play the jackpot game by placing a side bet, typically for a fixed amount such as one token. The token may be payable with each operation of the main game, or may provide for eligibility for a number of games of the main game.

It is preferred that the player would have to pay the token with each operation of the main game in order to retain eligibility in the jackpot game. This may entice a player to continue to play additional games of the main game if it appears that they may win a jackpot. It would also avoid the difficulties of locating a player who wins a jackpot after leaving the gaming area if they were to retain eligibility for the jackpot game.

In one form a player would win the jackpot game if they satisfied the conditions of being an eligible player and if a number of consecutive outcomes of the main game resulted in a predetermined combination of indicia. The required arrangement indicia may be a traditionally high ranking (low likelihood of occurrence) poker hand such as a royal flush or four of a kind. The number of consecutive outcomes would depend on the required combination of indicia to trigger the jackpot win, and may be four or five for a poker hand combination. The amount won may vary depending on combination of indicia. There may be multiple combinations of indicia that will satisfy a win condition. Different combinations may provide a different jackpot prize. If two or more eligible players win the jackpot, they could share the jackpot.

When a jackpot side game was included with the main game it is preferred to include a means for recording the required number of consecutive outcomes of the main game, and the eligibility of the players. In a preferred form the gaming apparatus would include a main game outcome display means for displaying at least the last four consecutive outcomes of the main game and player eligibility

- 13 -

display means. The player eligibility display means may be one or more light indicators such as a LED's that are lit when a player deposits a token in a jackpot token receiving apparatus. The display may include intermediate indicators to indicate the status of the player including the number of consecutive jackpot
5 wagers. When a sufficient number of consecutive wagers have been placed an eligible player indicator could light up to indicate the eligibility of the player. The sufficient number of consecutive wagers is typically equal to the minimum number of consecutive main games required to provide a combination capable of winning a jackpot. The eligible player status could be indicated by having all of the
10 intermediate indicators lit or a separate indicator.

A computer would preferably monitor the main game outcomes and the player eligibility and would determine whenever an eligible player wins the jackpot.

15 The jackpot device could also be incorporated into a traditional roulette game. The jackpot winning combination in a roulette game would be one or more predetermined sequences of numbers.

The most preferred form of the game system will now be described with reference
20 to figures 1, 2 and 3.

Figures 1 and 2 depict a wheel for use with a game of the present application. The wheel (1) rotates about a central substantially vertical axis (3). The section (5) of the wheel near the central axis between the perimeters (7) and (9) provides
25 an inner inclined surface with the upper part corresponding to the perimeter (7) and a lower part corresponding to the perimeter (9).

The section of the wheel located between the perimeters (9) and (15) is substantially horizontal.

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The section of the wheel located between the perimeters (15) and (11) provides an

outer inclined surface having a lower part at perimeter (9) and an upper part at the perimeter (11).

5 The section of the wheel located between the perimeters (9) and (15) has been divided into 54 separate regions, each region having a different colour indicia to the adjacent regions. An example of three of the regions are (20), (21), and (22). Regions (20) and (22) are red in colour and region (21) is black.

10 The section located between the perimeters (13) and (15) has been divided into 54 parts each having different indicia that can be associated with playing cards. Each region in the section between (9) and (15) is associated by proximity with indicia located between (15) and (13). By way of example, region (20) is associated with the indicia (31), namely the king of hearts (31), region (21) is associated with the six of spades indicia (32) and a region (22) is associated with the four of diamonds

15 indicia (33). The indicia may be randomly arranged within the section. The arrangement may be wholly random or it may alternate between a randomly selected black suited card and a randomly selected red suited card. The arrangement depicted is based on the later arrangement, with the Joker and Double Joker indicia being placed at opposite sides of the axis (3).

20

The regions and indicia are associated with three different colours namely black, red and green. The indicia having a black suit being spades or clubs are associated with a black region. The indicia associated with a red suit are shown in red and are associated with a red region. The joker playing cards are represented

25 by the indicia (26) and (28) and appear on a green background. These indicia are associated with corresponding regions (25) and (27) respectively. The indicia comprising of a 'J' on a green background (28) represents the joker, whilst the indicia 'JJ' on a green background (26) which represents the other joker, referred to as the double joker.

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The outer section (19) of the wheel provides a surface for an operator to contact

- 15 -

and turn and spin the wheel.

At perimeter (11) there is a barrier (17) that acts to prevent a ball from leaving the wheel when the wheel and ball are in motion. This barrier may take the form of a vertical or near vertical wall. The inner part (18) of the outer section (19) forms an inner lip and extends over a part of the section between (11) and (13). The lip and also acts as a barrier to prevent the ball from leaving the wheel during use.

In operation the wheel is rotated about the central axis (3) by the application of force to the outer section (19). A ball is released onto a rotating wheel between the perimeter (7) and the wall (17). After the ball is released the wheel is not normally further rotated and instead is permitted to slow down and stop.

In one method the ball is dropped onto or near the inclined surface (5). The ball passes down the inner inclined surface and travels up the outer inclined surface towards the perimeter of the wheel. The ball is constrained by the wall (17) and thus travels around the outer inclined surface between (11) and (13).

In another method the ball pressed against the wall (17) by an operator and released. Again the ball is constrained by the wall (17) and thus travels around the outer inclined surface between (11) and (13).

As the rate of rotation of the wheel decreases the ball will leave the surface of the wall (17) and will travel down the outer inclined surface towards the lower part of the outer inclined surface. As the ball travels inwards it will contact the protrusions (35). These protrusions act to randomise the motion of the ball and further slow the ball. Eventually, the rotation of the wheel slows such that the ball travels down the outer inclined surface to the region between (15) and (9). Eventually, the ball will come to rest in one of the 54 regions located in this section.

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To ensure that the ball comes to rest clearly within a single region there are

protrusions extended upwards between the border between adjacent regions. The protrusions acts as low wall to assist in separating each region and preventing the ball from coming to rest between two regions.

- 5 Figure 3 depicts a wagering area (40) for use with a selecting apparatus such as that depicted in Figure 1 for gambling. The wagering area has an inside wagering area (42) having therein a 5 by 3 primary array providing 15 zones or boxes. There are 13 zones (44) to (68) which include indicia corresponding to the 13 values of ordinary playing cards. The array includes two unused zones (43) that
10 may be void for the placing of wagers. These zones may include advertising or promotional information.

15 Around each of the 13 value indicia in the primary array there is a secondary 2 X 2
suit array depicting the four suits indicia. By example the ace value (44) has a
black club (44c) a red heart (44h) a red diamond (44d) and a black spade (44s)
located around the central value (44). The ace value (44) is shown with both an A
and a 1 symbol therein. This is done to indicate that the Ace is treated as the
number 1.

- 20 The inner wagering area also includes a portion for placing wagers on the Joker
(70) and Double Joker (72).

The wagering area also includes an outer wagering area (80) located near the value array. This outer area permits wagers to be made in respect of the suit of the cards by placing tokens over the appropriate indicia (82). It also includes regions for placing wagers as to whether the selected indicia is a number between 2 and 7 (84) is an even number (86), is red in colour (88), is black in colour (90), is an odd number (92), or has a value between 8 and King (94). The outer area also provides for making wagers regarding whether the selected indicia has a value of 2, 5, 8 or Jack (96), has a value 3, 6, 9 or Queen (98) or has a value of 4, 7, 10 or King (100).

- 17 -

In use a player can place a wide range of wagers on the wagering area. A straight up bet (one number) may be made by placing a token on the suit symbol corresponding to the value of the card in the inner wager area. For example, if it were desired to place a wager on the ace of clubs a token would be placed wholly
5 within the (44c) box. Placing a token within the Joker box (70) makes a wager that will win if a Joker is selected by the selecting apparatus.

Placing a token on any line that separates two adjacent symbols within the inner wager area (42) may make a split wager. For example, if it were desired to place
10 a split wager on the ace of hearts and ace of spades a token would be placed on the line separating boxes (44h) and (44s). A split wager could also be made by placing a token on the line separating the Joker and Double Joker boxes (70) and (72) which would result on a win if either Joker was selected by the selecting apparatus.

15

A corner wager can be made by placing a token at the junction of four adjacent symbols within the inner wager area (42). For example if a token were placed at the junction of (44h), (44s), (54c) and (54d) the player would win if the ace of hearts, ace of spades, three of clubs or three of diamonds were selected by the
20 selecting apparatus.

A modified form of the corner wager is the value wager. If a player were to place the token solely on the value symbol then this covers the value of the card irrespective of the suit. For example, if a token were placed on A-1 the player
25 would win if the ace of any suit was selected by the selecting apparatus.

Another wager is the street wager. The making of this wager is indicated by placing a token across only the line that separates the inside and outside wagering area. For example, if a player were to place a token at the point (102) the player
30 would be making a street wager. A player would win if the two of clubs, two of diamonds, three of clubs, three of diamonds, four of clubs or four of diamonds

- 18 -

were selected by the selecting apparatus.

- Another wagering option is a line wager. A player can make a line wager by placing the token across the line that separates the inside and outside wagering area and across the line that separates two adjacent suits within the inner betting area. For example, if the player were to place a token at the point (104) the player would be making a line wager and would win if the selecting apparatus selected a two, three or four of hearts or spades or a five, six, seven of clubs or diamonds.
- 10 In all cases the return to the player would depend on the likelihood of the player winning the wager. If a player were to make a straight up bet (which includes a joker or double joker bet) then one token would normally provide a 51 token return if the selecting apparatus of figures 1 and 2 were used. The likelihood of such an event occurring is a 1 in 54. At the other extreme if the player were to make a red
- 15 or black bet then a one token bet would ordinarily pay one token and the player has a 26 in 54 (48%) chance of this occurring.

- The selecting apparatus of figure 1 and 2 and the wagering area of figure 3 may be conveniently locate together in a table for use in casinos or gambling houses.
- 20 Alternatively an electronic representation of the selecting apparatus of figure 1 and 2 and / or wagering area of figure 3 may be provided.

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- 19 -

It would be appreciated by a person skilled in the art the numerous variations and/or modifications may be made to the invention as shown the specific embodiments without departing from the spirit or scope of the invention as broadly described. For example the playing and indicia may be replaced with indicia
5 related to other games such as mahjong, paigow or sic-bo. The present embodiments are, therefore, to be considered in all respects as illustrative and not restrictive.

DATED this 5th day of April 2002

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Patent Attorneys for the Applicant

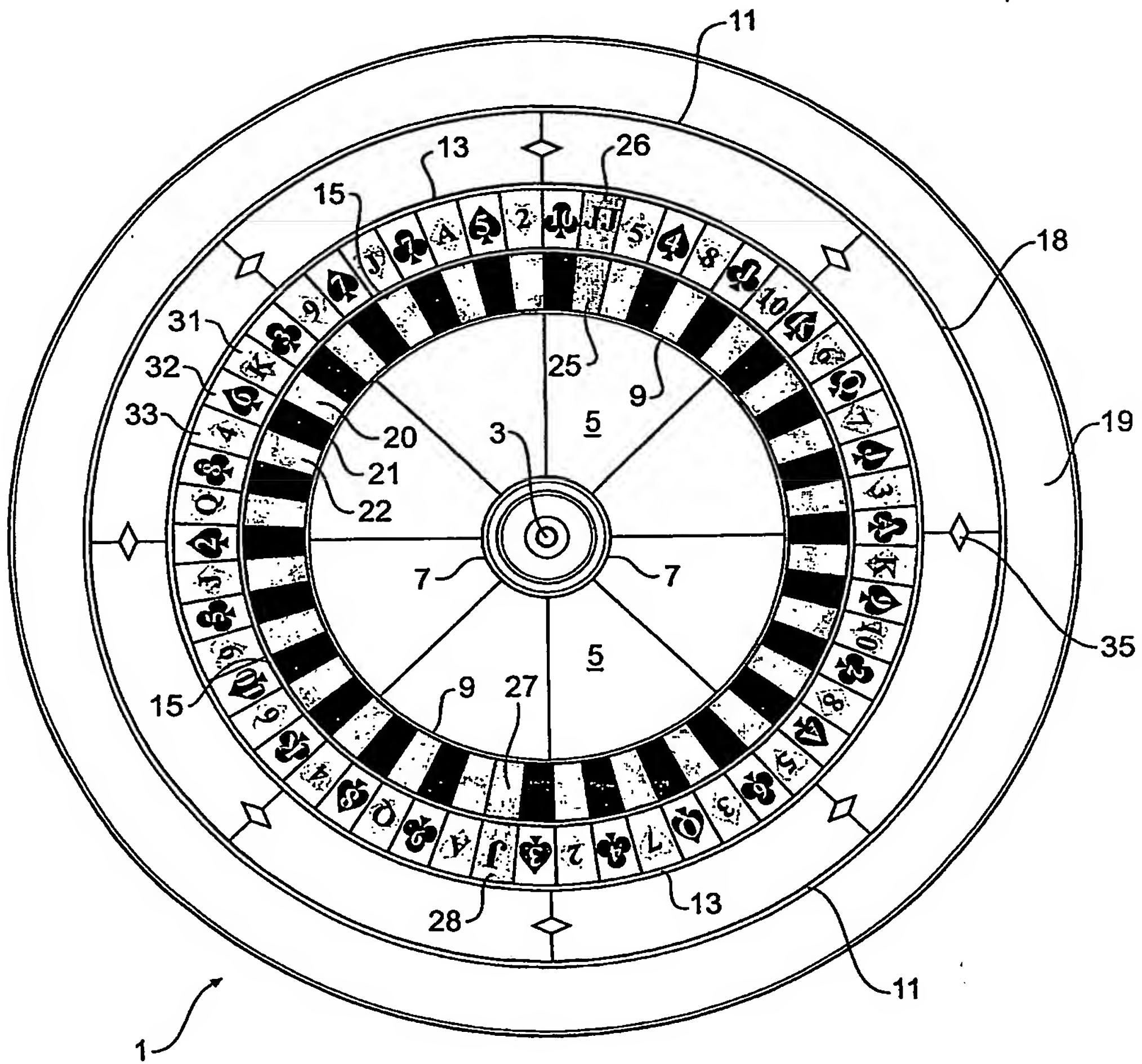


Fig 1

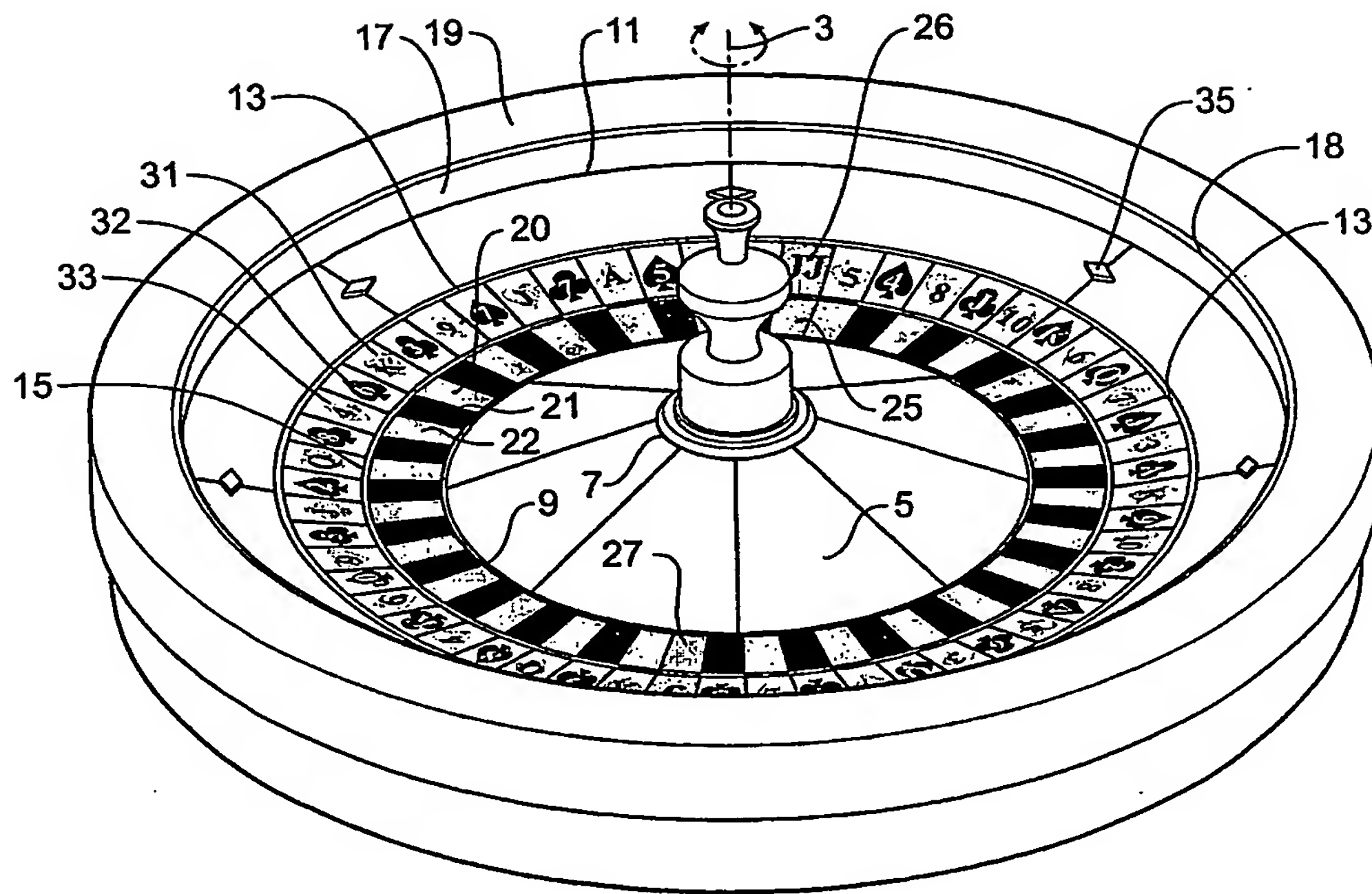
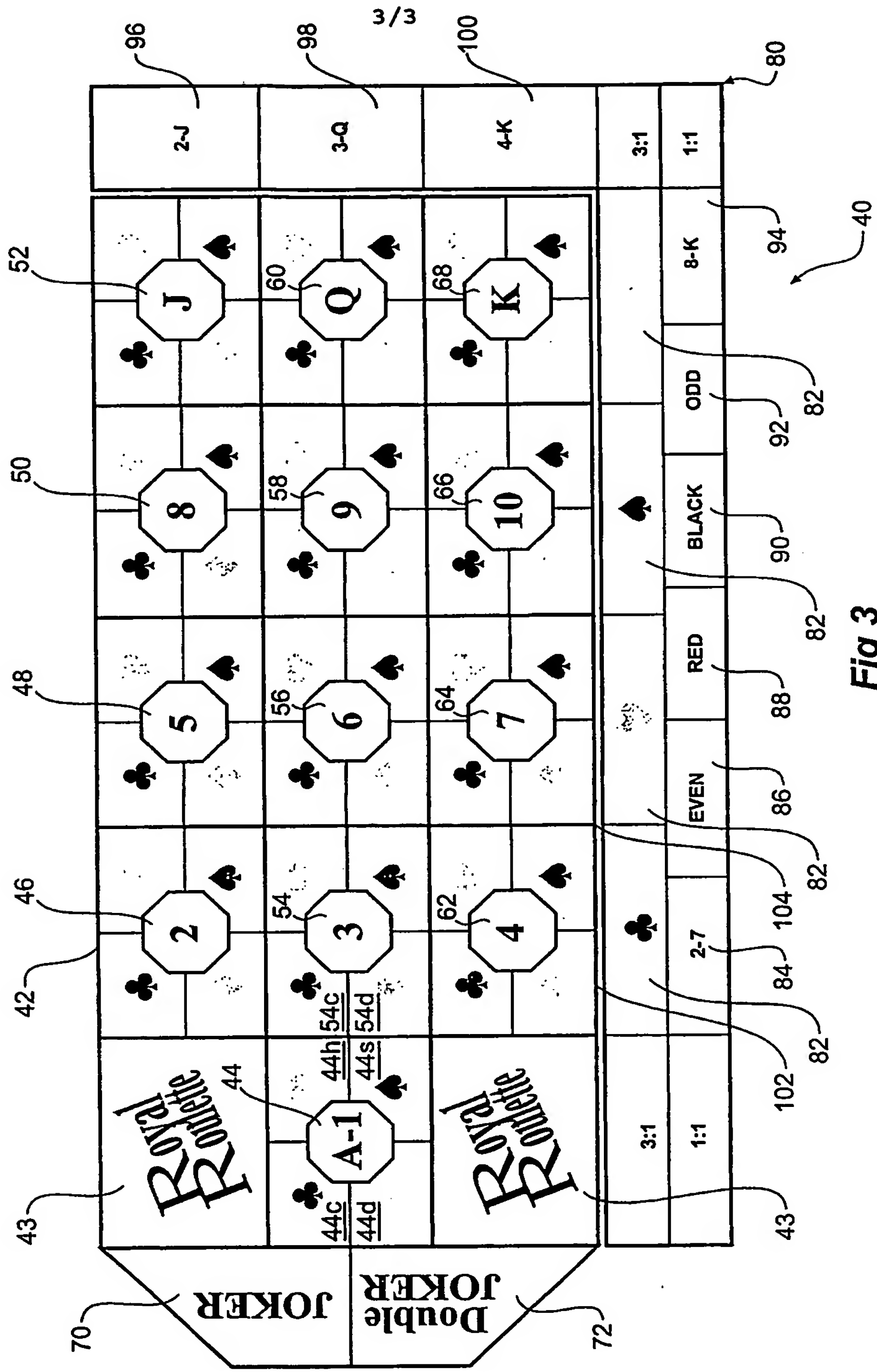


Fig 2



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